

GAME BOY ADVANCE

AGB-A2TE-USA

PINBALL Trigger Finger Challenge TYCOON



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

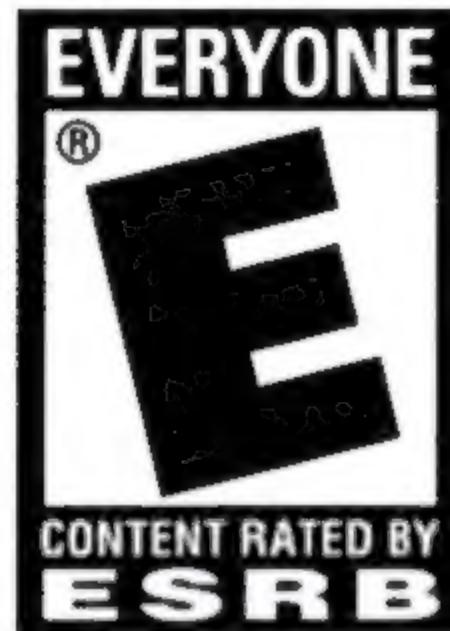
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://www.esrb.org).



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Contents

Game Overview

4

Getting Started/Controls

5

Table Rules

6,7,8 & 9

Credits

10

Warranty

11

Space for your Notes

12 & 13

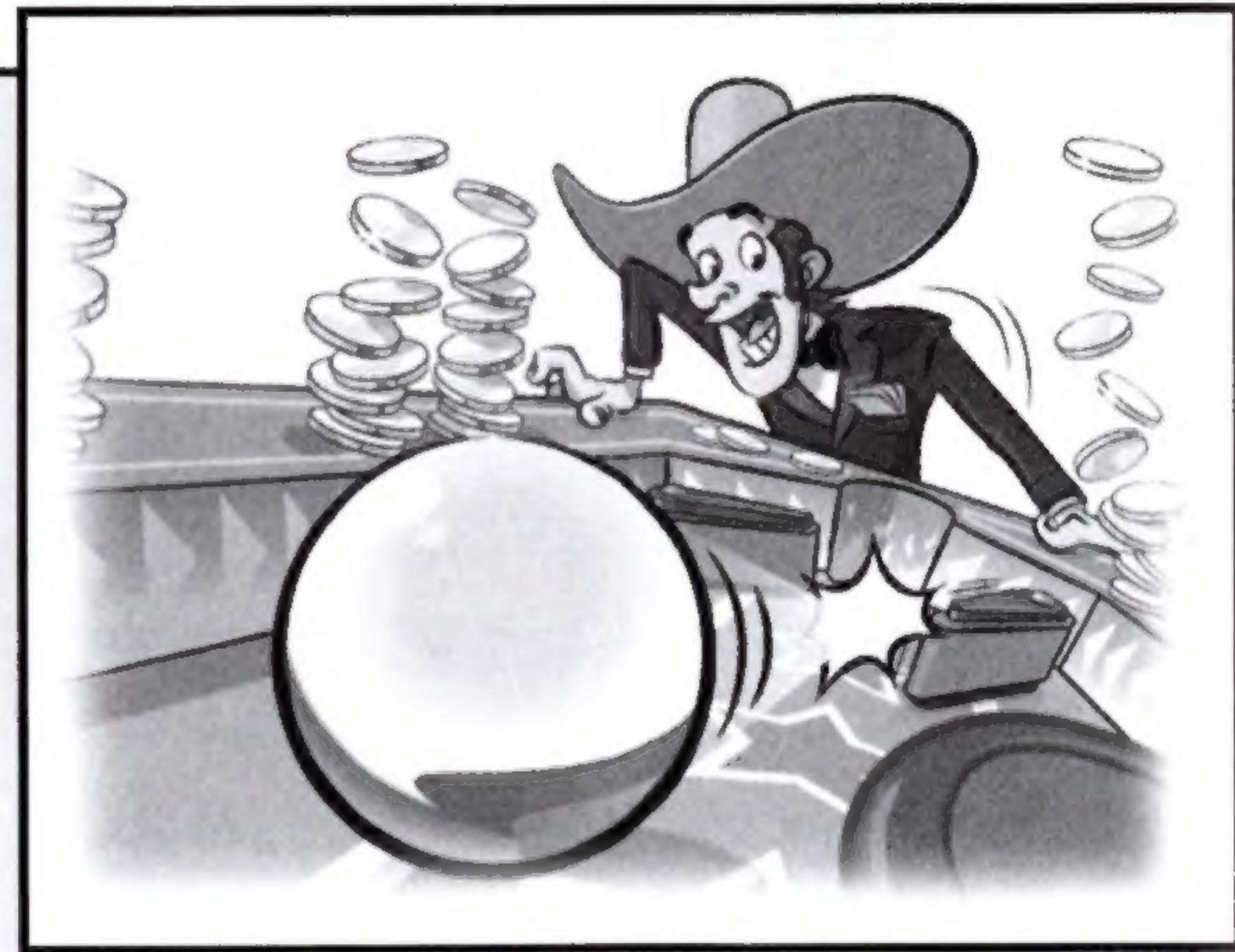
Game Overview

Pinball Tycoon is a pinball simulation featuring four themed tables:

- **California Gold Rush**
- **Black Gold**
- **Hollywood Mogul**
- **Golden Chance**

Each table has its own goals and objectives. Dig for gold in "California Gold Rush", strike oil in "Black Gold", become a movie millionaire in "Hollywood Mogul" and win a fortune in "Golden Chance".

Play for hi-scores with up to 3 other players (on one Game Boy® Advance). The best four scores on each table qualify you for a place in the hall of fame.



Getting Started

1. Make sure the POWER switch is in the OFF position.
2. Insert the Pinball Tycoon Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
3. Turn the POWER switch ON. An intro sequence will begin automatically.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

Controls

L Button to
operate the
left-hand flippers.



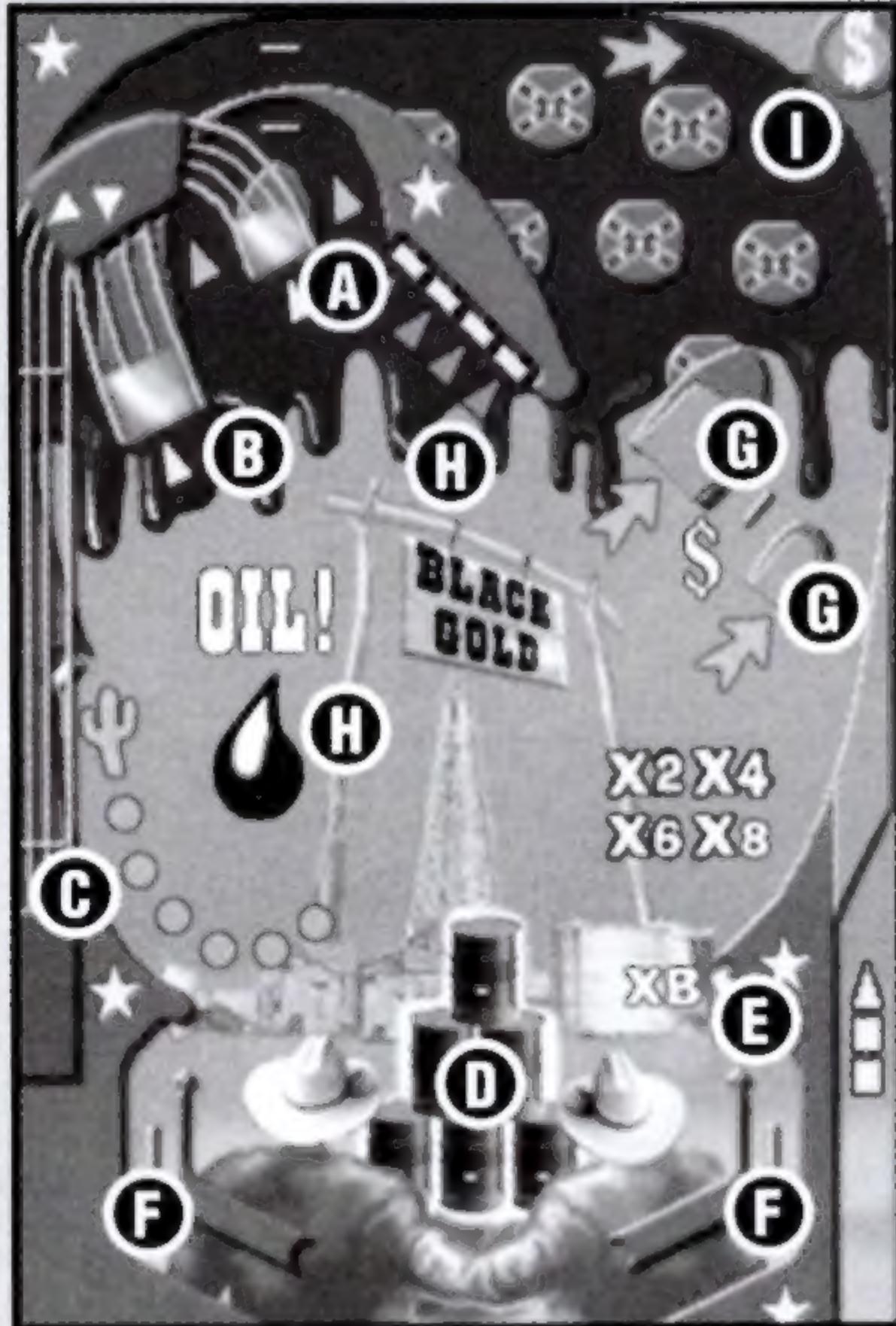
START
will pause
the game.

R Button
to operate the
right-hand flippers.

Hold and release
the A Button to
launch the ball.

Table Rules

“Black Gold” Strike oil in the Texas desert!



First fire the ball around the ramp (A) and rail (B) in both directions lighting the triangular indicator lights. At this point the direction arrow on the rail will change to show that subsequent balls hitting the rail at (A) will land in the green ball trap (C).

Each ball hit into this trap will trigger one aspect of the final animation. When six balls are in this trap then the table animation (D) will show all six oil drums and the table is complete.

Additional Features

The target on the right (E) is the score multiplier. The first hit will give a x2 multiplier, the second x4 and so on. The fifth hit wins an extra ball and the score multiplier will remain at x8.

The two gutter roll-overs (F) win an extra ball. Note: that in order to get an extra ball in this way you must first lose your current ball.

Each of the targets (H) relate to one letter of the “OIL!” lights. When all of OIL! is lit a bonus is given.

If a ball goes into the top right (I) ball trap next to the ramp you will receive a bonus.

Each hit of the left target (J) lights a circular light. When all 6 lights are lit, the cactus will flash and a large bonus is given.

Table Rules

“Golden Chance”



The object of the game is to light up the roulette (A), poker (B) and fruit machine (C) in order to play and win on “King Vegas” which pays out gold bullion.

The roulette table is activated after the ball has been shot through the loop 4 times, lighting the 4 dice (D). This will light up the “1” (E) in the bottom left.

The poker table is activated when the ball is fired into the yellow ball trap (F) twice and lights up “2” (E) in the bottom left.

The fruit machine is activated by hitting the 2 “cherry” and 2 “melon” targets (G).

For “King Vegas” to payout you need to fire the ball repeatedly over the ramp (H) lighting up each of the amounts as you go until you reach the jackpot.

Additional Features

The 4 rollovers turn on each respective green background light. Lighting all 4 rollovers gives the player an extra ball. The rollover lights can be swapped around with the flippers.

The player also receives a bonus each time the ball enters the ball trap (F)

If a ball goes into the left-hand ball trap next to the ramp (H) the player receives a bonus.

Table Rules

“Hollywood Mogul”



Each ball over the ramp (F) lights a ticket. When all tickets are lit one letter of the feature word "SMASH" will light up. When the whole word "SMASH" is lit, the scene on the screen in the centre of the table will change and the scene number will decrease in the clapperboard at the bottom left of the table.

When the star targets are hit the star lights (G) will toggle off and on. When all three star lights are on the yellow star will light up and a film reel will start flashing.

If the ball is hit through the reel loop (H) from the left while a film reel is flashing the film reel will stay lit. When all film reels are lit the bonus multiplier will be incremented.

If the ball is hit through the reel loop from the right while the "\$" targets (A), (B) and (C) are lit you will earn a bonus.

If the ball is hit through the loop from the right while the "\$" targets (A), (B), (C), (D) and (E) are lit you get will get a "Double bonus".

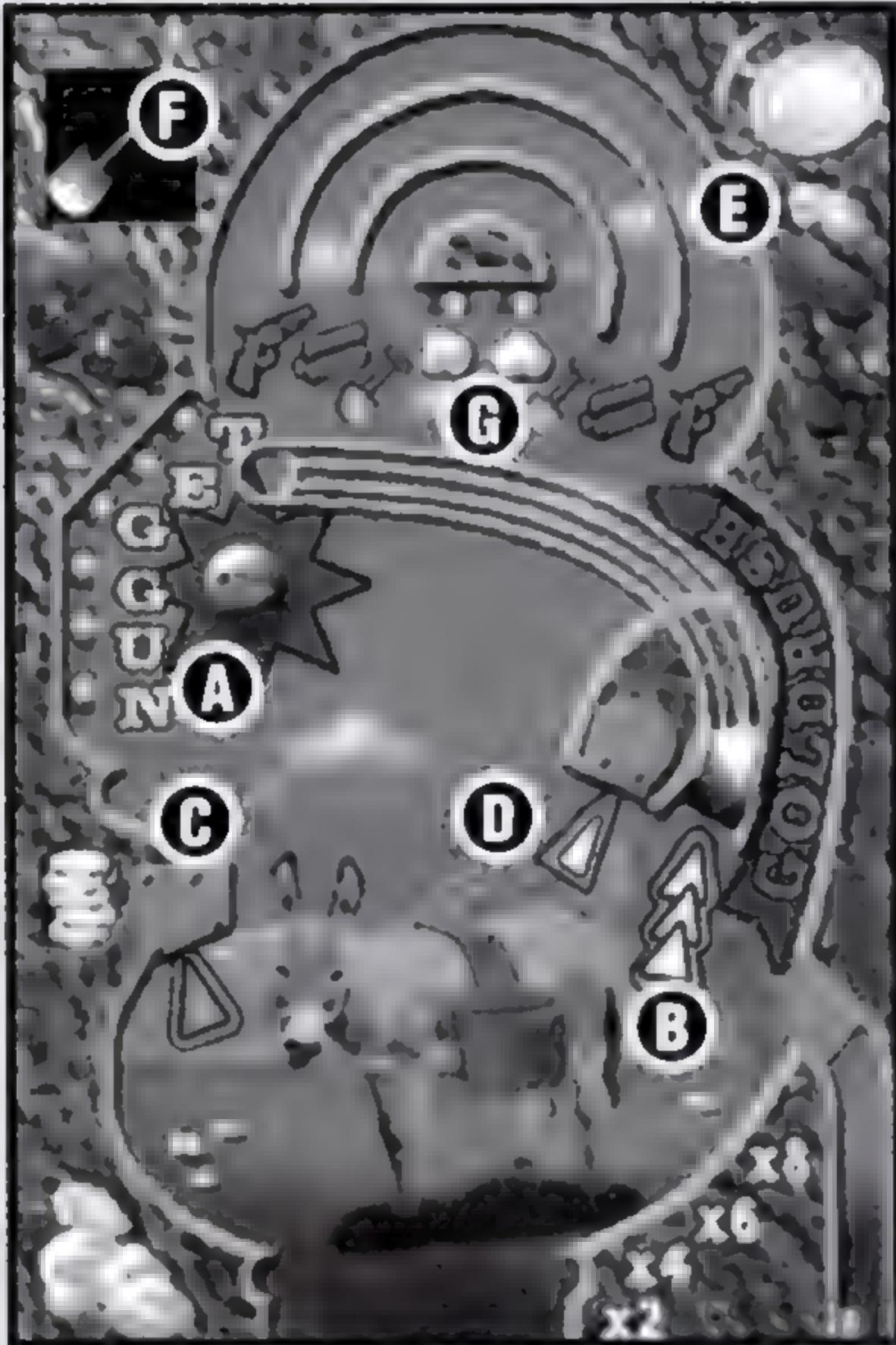
If the ball is hit over the ticket ramp (F) while the "\$" targets (A), (B), (C), (D) and (E) are lit, the one way gate to "Hall of Fame" (I) is opened for 15 seconds and the top arrow will flash. If you hit "Hall of Fame" (I) you get multi-ball!

If you hit the loop and ramp consecutively without hitting anything in between, you will get an extra ball.

When the Scenes 5 to 1 have been played on the clapperboard the green light on (J) will flash. If ball goes into the "Hall of fame" (I) within the time limit, the player will get the jackpot bonus! The table will then start over.

Table Rules

"Californian Gold Rush"



The goal is to make the donkey buckle under the weight of the gold.

Hit all the "NUGGET" targets (A) and the first arrow leading to the rail will start flashing (B). Going up the rail will light it.

Light all 3 rail lights and the gold coins symbol on the left (C) will start to flash. If a ball goes into the ball trap (C) the main animation will be played. The portal (D) starts to spin (removed) and the arrow flashes and you go in the ball trap.

At the top there are 3 ramps (E) with a light at each end. Going over the ramp will light up the lights at the end you entered. Light both ends of a ramp and the screen (F) changes to the appropriate character.

Lighting all 6 ramp lights and the "Gold Nuggets" (G) will flash. Collect both money lights to increase your bonus multiplier. Once all the multiplier lights are lit, multi-ball will be activated if you collect both money lights again.

Credits

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Kate O'Brien, Danny Bailey, Joy Sreeraman, Ajay Chadha, Phu Tien.

Warranty

AIA USA. Limited Warranty

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